

Color Dreams

COLOR DREAMS, INC.
CUSTOMER SERVICE DEPARTMENT
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IRVINE, CA 92614

Color Dreams

INSTRUCTION
MANUAL

MASTER CHIL

AND

DRUNKARD HI



MARTIN LUTHER KING AND THE CHANGING OF AMERICAN SOCIETY

Objectives

- 1. Know the basic facts of the life of Martin Luther King Jr.
- 2. Understand the role of the church in the life of Martin Luther King Jr.
- 3. Understand the role of the church in the life of the American people.
- 4. Understand the role of the church in the life of the world.

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Special Objectives

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MASTER CHU AND THE CHICKENS AND A REVELATION

There is a mythical time in the Far East, when the legendary Chinese Emperor, God of Emperors, visited your village with thousands of soldiers. Disappointed by repeated failures to drive out dragons and demons, your good friends, Master Ho, has turned into a drunkard. Now, Master Chu must search through hidden places and temples to find and destroy the last great incarnation of dragons. If you could see, just one year ago, the Emperor Ho to help you. They together can be a great force.

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PRECAUTIONS

- 1) Store at room temperature. Do not subject to environmental extremes.
- 2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo[®] system.
- 3) Keep contacts clean (do not touch them) and store the cartridge in its box when not in use.
- 4) Do not try to open or disassemble the cartridge.
- 5) Do not oil or clean the cartridge.
- 6) Do not clean the cartridge with chemical agents.

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B. GAME CONTROLS

Left and Right Arrows

Move Mario (Fly) in the indicated direction.

Up Arrow

Push Up Arrow to jump.

Button A

Push Button A to fire a shot.

Button B

Press the Pad on the Right to switch areas from overworld.

Start Button

Useful either one or two player mode. Also allows the player to continue a new game from the overworld. You are only allowed to continue 3 times. If you pass beyond the 3rd world, continuing overworld will always put you back to the 1st world.

Reset Button

Start the game. The Start Button is also used to freeze the game during play.



18. GAME MECHANICS

There are a total of 10 worlds and you are allowed 3 lives per player per game. In the first 7 worlds you must find and collect the 8 Symbols of Harmony. When the symbol counter reaches 8, you will be lifted and transported to deal with the boss in that world. You must defeat the boss and find the key which will open the door to the next world. World 8 and 9 permit you to challenge the bosses directly. World 10 is where you will encounter the Emperor. Two story books.

Master (the) and his partner (an optional second player), the Emperor (he), each party will 10 points of life force. Every time the Master is hit or someone is captured with an enemy, the life force is reduced by 2 units. If the life force is fully depleted and the Master is hit again, you lose a life.

19. DOUBLE PLAYERS

The game features simultaneous play for two players. If you are playing a double player game and one player leaves all three lives, the input will be for the other player to finish. Upon the end of a double player game, both players will be given the option to continue. When the players are too far apart from each other, the screen will stop scrolling and one player moves away from the edge of the screen. This way both players will always remain on the screen.

20. SPECIAL ITEMS



SYMBOLS OF HARMONY

Try to find these items by allowing your ship to be in directly in space.

Symbols of Harmony - When you have collected a total of 8 symbols, you will then earn your right to challenge the boss. The symbol counter is at the bottom of the screen.



SCOPE OF KNOWLEDGE

Scope of Knowledge - Shows status of your viewing capabilities.



ASPECT OF INVULNERABILITY

Aspect of Invulnerability - Shows you immune to enemy attacks.

14 SPECIAL ITEMS (continued)



PEARL OF POWER

Pearl of Power - Regenerates your life force by 2 units.

Living Clothing - This last survivor belongs to a rare and valuable species which can help regenerate your fading life force. Catch them before they get away.

The Sacred Box - Collecting this treasure will get you on more life. See which player can get to it first.

Flaming Key of Freedom - Unlocks the secret passage to the next world.



LIVING CLOTHING



THE SACRED BOX



FLAMING KEY OF FREEDOM



GREEN GEMSTONE



GRAPES



GOLDEN DOG

15 ITEMS

Green Gemstone - One life from the opponent's side will decrease your life force by 2 units.

Grapes - Changing from the eating. These delicious produce often catch you by surprise.

Golden Dog - A white possession of these allies can show your power quickly. Watch them before they eat their poisonous grapes or get.

18. DANGER (Continued)



DANGER

Dragon - Fire is weakness and you can defeat it because
it's hot



ARMY OF EVIL

Army of Evil - Anticipation is the only way to avoid the last enemy
fight



DEFENSE FORCE

Evil's Side - Be on your feet, for their enemy neither can easily
reach you if you're

19. DANGER (Continued)



ARMY OF EVIL



DEFENSE FORCE



ARMY OF EVIL



ARMY OF EVIL



DEFENSE FORCE



ARMY OF EVIL



ARMY OF EVIL



DEFENSE FORCE



ARMY OF EVIL

Here are the highest stresses that you will encounter in the following:



HEAVY CARRYING



BRACING



SEATED POSITION



WALK



VIEW VIEW

TO



EXHAUSTIVE WORK (EAT)

COMPLIANCE WITH FCC REGULATIONS

The equipment generates and uses radio frequency energy and it should not be used improperly. Failure to comply with the manufacturer's instructions may cause interference to radio and television signals. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the receiver with respect to the device.
- Move the receiver away from the device.
- Plug the receiver's electrical outlet on the receiver's circuit into an electrical outlet.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: FCC'S GUIDE TO REDUCING INTERFERENCE FROM ELECTRICAL EQUIPMENT. This booklet is available from the FCC, Consumer Service Office, Washington, D.C. 20541. Stock No. 44-700-0000-1.

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